Title (en)

SHADING THREE DIMENSIONAL COMPUTER GRAPHICS IMAGES

Title (de)

SCHATTIERUNG VON DREIDIMENSIONALEN COMPUTERGRAPHIKEN

Title (fr)

OMBRAGE D'IMAGES INFORMATIQUES GRAPHIQUES TRIDIMENSIONNELLES

Publication

EP 1004094 A1 20000531 (EN)

Application

EP 98939751 A 19980819

Priority

- GB 9802488 W 19980819
- GB 9717656 A 19970820

Abstract (en)

[origin: WO9909523A1] A three dimensional textured computer graphic image is shaded by firstly providing data which defines the computer graphic image. Textured data is then applied to that image. A set of surface normal vectors corresponding to the texture data are then applied to the image and data defining at least one light source which illuminates the image is also provided. For each pixel in the image a shading value is derived to be applied to that pixel from the set of surface normal vectors and the light source data.

IPC 1-7

G06T 15/50

IPC 8 full level

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CPC (source: EP US)

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Citation (search report)

See references of WO 9909523A1

Cited by

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DOCDB simple family (publication)

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